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360Zine

Issue 11 | November 2007

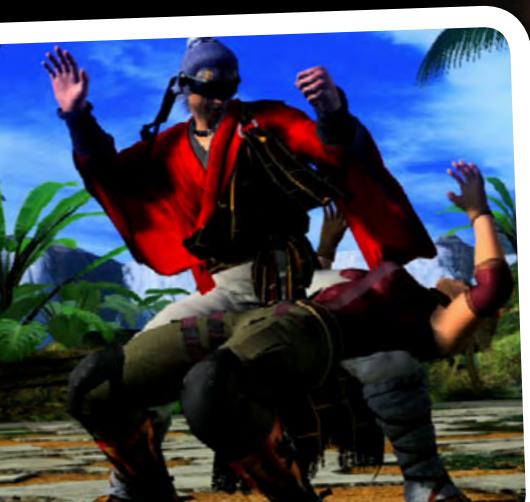


Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

PREVIEW & INTERVIEW

CALL OF DUTY 4

Could this be the finest FPS ever to grace your 360?



FIRST LOOK

VIRTUA FIGHTER 5

Get ready to rumble

PLUS!
MASS EFFECT
EXCLUSIVE INTERVIEW
WITH GREG ZESCHUK



HANDS-ON PREVIEW
KANE & LYNCH



REVIEWED!



1 **FIFA 08**
Sumptuous soccer sim



2 **SKATE**
New kid on the block



3 **SEGA RALLY**
Vrooming lovely

PLUS LOADS MORE!

HELP

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TOGGLE FULL SCREEN VIEW

NEXT PAGE



Welcome to 360Zine



You know what they say about buses... And no sooner has one new shooter raised the bar on 360 and another one comes along. In the last few weeks we've had BioShock, the mighty Halo 3, and now we've had our first good long look at Call of Duty 4. And it looks absolutely stunning. Don't miss our hands-on preview and developer interview this issue. Then come back next issue for the full review.

We also have a cracking interview with Mass Effect's Greg Zeschuk, a hands-on preview of Kane & Lynch and the latest screens for Virtua Fighter 5. Click through to the reviews and you'll find Fifa 08 ahead of next month's PES 2008 review.

Finally we have 5 Blacksite goody bags up for grabs in this month's compo. Enjoy the issue...

Dan Hutchinson, Editor
360zine@gamerzines.com

READER FEEDBACK! Click here to tell us what you think of the new issue!

MEET THE TEAM

Probably the best games writers on the planet



Kieron Gillen

This month Kieron has been busying himself with TimeShift.



Steve Hill

Aside from interviewing Greg sporty Steve has been lounging on the sofa playing Fifa 08 and Skate.



Ian Morris

Juiced 2 and Sega Rally has kept Ian off the streets this month.



Chris Schilling

Chris has been making his acquaintance with Kane & Lynch. Nice.

Don't miss! This month's top highlights



CoD4
DON'T MISS THIS
PAGE 11



FIFA 08
PAGE 27



Virtua Fighter 5
NEW SCREENS
PAGE 03

Mass Effect

EXCLUSIVE
INTERVIEW WITH
GREG ZESCHUK PAGE 21



Kane & Lynch
Hands-on preview PAGE 24

QUICK FINDER

Every game's just a click away!

Virtua Fighter 5

Conflict: Denied Ops

Viva Pinata: Party Animals

World In Conflict

Ace Combat 6

Tony Hawk's Proving Ground

The Orange Box

Call of Duty 4

TimeShift

Mass Effect

Kane & Lynch

Fifa 08

Eternal Sonata

Skate

Blazing Angels

Sega Rally

Juiced 2

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Publisher: Sega

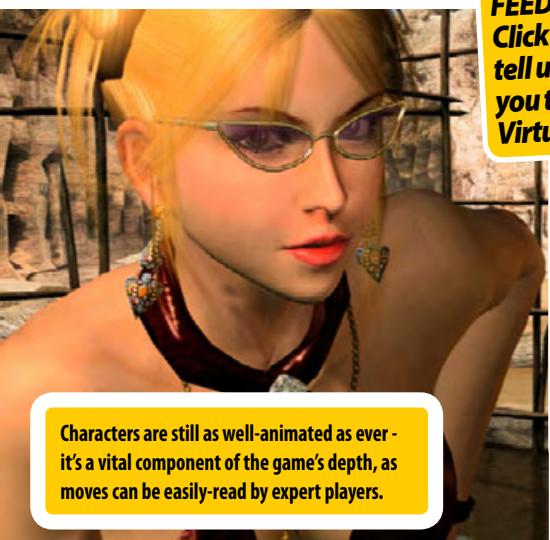
Developer: Sega-AM2

Heritage: Shenmue, Virtua

Tennis

Link: <http://www.sega.com/gamesite/vf5/phase2/index.html>

ETA: 26th October



Characters are still as well-animated as ever - it's a vital component of the game's depth, as moves can be easily-read by expert players.



FIRST LOOK

Virtua Fighter 5

Why it gives the PS3 version a good kicking...

What's the story?

Oh, just that the best 3D fighting series ever (sorry Tekken and Soul Calibur) is about to hit MS's console, with a revamped edition that pretty much blows the already-impressive PlayStation 3 version out of the water.

What do we know?

It's online. Yep, that's right - you'll be able to hone your skills offline, and then take on anyone in the world over Live. We'd imagine Sega will recommend you stick to those fairly locally (a VF game with lag just isn't worth thinking about), but the idea of dealing out fist-based punishment to everyone on our friends list is getting us more than a little excited. Not only that, but there's an enhanced Quest Mode, a more fully-featured Dojo Mode (with exceptional customisation adding a good deal of strategy to your scraps), and additional training drills to finely tune your throwing expertise, and Houdini-like escapes. In other words, it's likely to be the very best version yet, and another chance for 360 owners to lord it over their PS3-playing chums.

When do we get more?

26th October is the day we take our Lion online to thrash (read: get absolutely battered by) all comers. We'll have a full review for you in next month's 360Zine.

Anything else to declare?

The 360 version is apparently version C of the game - the same as the arcade game, with the PS3 iteration using version B of the code. It's only through extended plays of both games that you'd be able to spot noticeable differences, though. And as an added bonus, peripheral kings Hori are releasing a special Fighting Stick to coincide with the game's release, which should provide the ultimate arcade experience.



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“NOTHING CURRENTLY SET IN MODERN WARFARE
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FOUND WITHIN CALL OF DUTY” - 360 MAGAZINE

“ASTONISHINGLY BRUTAL”

- OFFICIAL PLAYSTATION MAGAZINE

“THERE'S NOTHING
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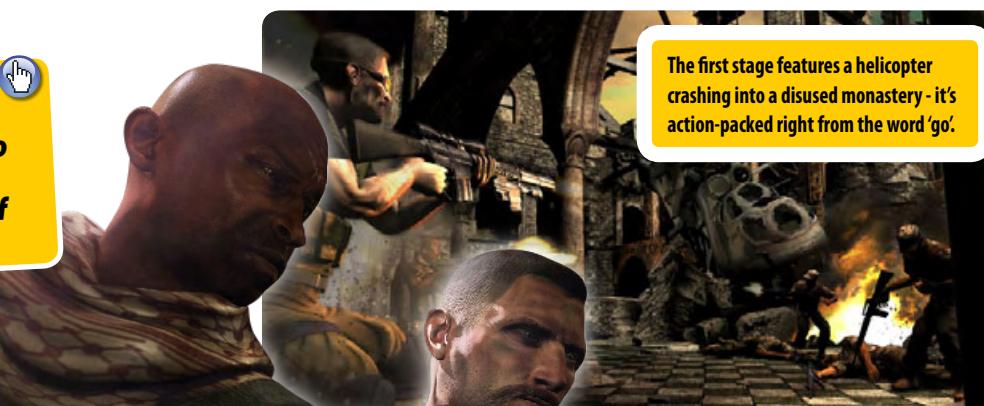


Publisher: Eidos
 Developer: Pivotal Games
 Heritage: Conflict Series, The Great Escape
 Link: <http://www.pivotalgames.com/games.php>
 ETA: 2008



It's certainly a less realistic approach than previous Conflict games, but its more accessible feel should attract a whole new audience.

PREVIEW FEEDBACK!
 Click here to tell us what you think of Conflict...



The first stage features a helicopter crashing into a disused monastery - it's action-packed right from the word 'go'.



Graves and Lang make for a formidable team. The latter reminds us of Cole in Gears of War.

FIRST LOOK

Conflict: Denied Ops

It wasn't me that blew up the monastery, no sir.

What's the story?

Remember Conflict: Desert Storm and its Baghdad-based sequel? Remember Conflict: Global Storm? Remember Conflict: Vietnam? Well, we're still trying to forget that one. But if you're a fan of the other three and their excellent third-person squad-based tactical action, then you might be in for a shock with Denied Ops, which gives the entire franchise a great big walloping kick up the backside, with a shift to a first-person perspective being just the first in a bucketload of changes.

What do we know?

Yep, the Conflict series has gone FPS - the idea being that there are enough squad-based shooters on the market and developers Pivotal Games have decided to make the much-loved franchise a lot more accessible. This time you've got just two characters - ultra-cool sniper Graves and hot-headed heavy weapons expert Lang - and you can swap between the two at the touch of a button, the AI taking control of your opposite number each time you switch (with a nifty crash-zoom effect during the transfer). The scenery is impressively destructible - on the first level, we managed to shoot an enemy in the man-bits through a hole in the masonry - and orders are given out with a simple nudge of the left trigger or bumper. Decent visuals, too.

When do we get more?

Wisely, Eidos are saving this for a 2008 release. Good job - Christmas was starting to look hectic as it was.

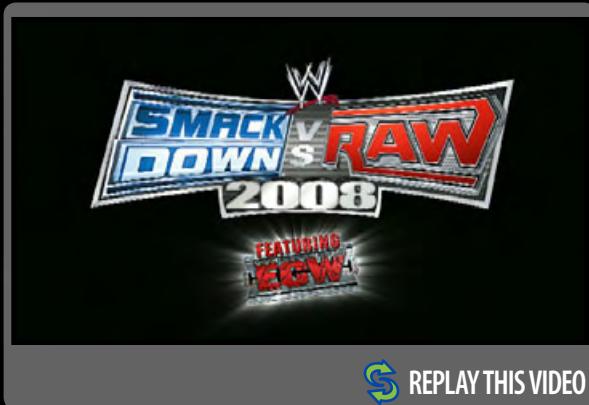
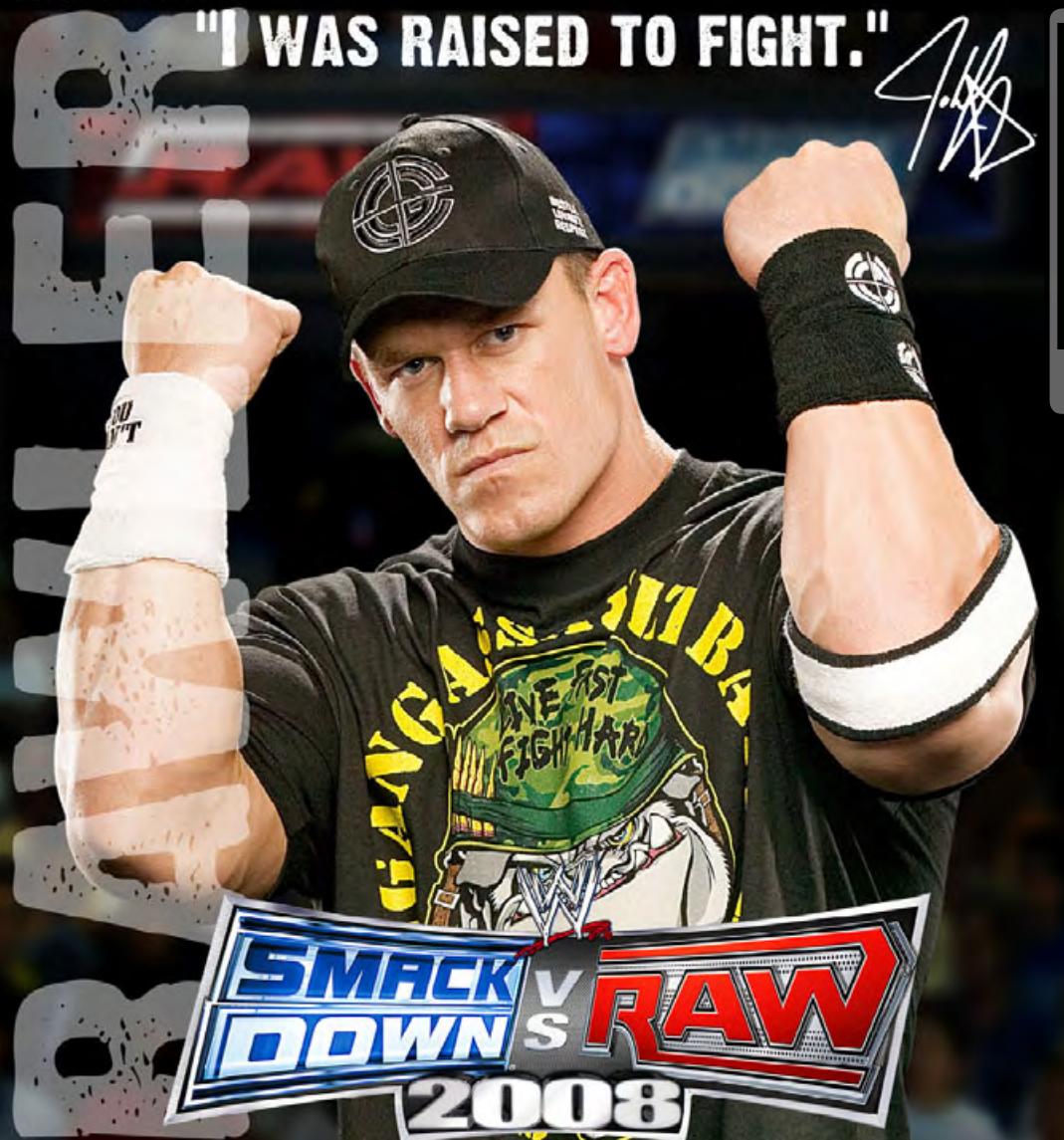
Anything else to declare?

The entire campaign is playable in two-player co-operative mode, and there's plenty of online multiplayer action. And as in Kane & Lynch (see our hands-on preview on page 24) you can revive your fallen teammate with a shot of adrenaline - you need to keep both Graves and Lang alive to progress.

FIGHTING STYLE

"I WAS RAISED TO FIGHT."

John Cena



THQ



Publisher: Microsoft Game Studios

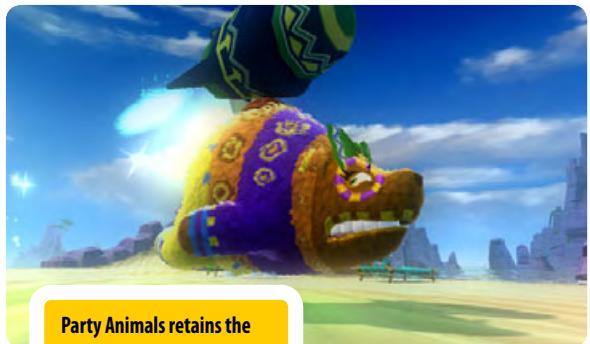
Developer: Krome Studios

Heritage: Ty The Tasmanian

Tiger, King Arthur

Link: <http://www.vivapinata.com/default.htm>

ETA: October



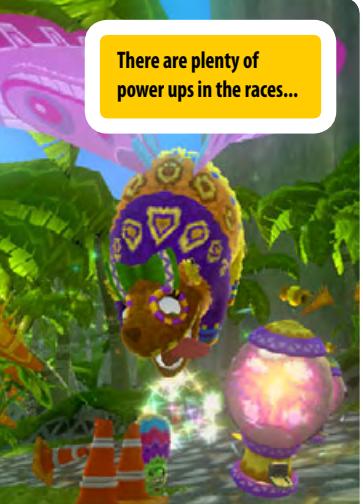
Party Animals retains the same visual style that made Viva Pinata such a treat for the eyes. Gorgeous stuff.



Super Star Smash has you whacking a star-shaped pinata to pieces with the A button.



There are plenty of power ups in the races...



FIRST LOOK

Viva Pinata: Party Animals

PREVIEW FEEDBACK!
Click here to tell us what you think of Viva Pinata...

You'd think a party is the last place a Pinata wants to be...

What's the story?

Microsoft is aiming to prove that there ain't no party like a Pinata party. To which end, it's handed over the development reins to Krome Studios who are using Rare's original assets to create a Mario Party-esque minigame fest starring the loveable sweet-scatterers. It's clearly hoping this might finally snare that elusive casual audience that Nintendo is courting so successfully at the moment.

What do we know?

MS might well have a bigger hit on their hands than Rare's original under-appreciated gem. The problem with Pinata was that it fell between two stools - not deep enough for some gamers, a little too complex for non-gamers, while the look of it seemed to turn off certain players who thought it was purely a kids' game. This time it's more multiplayer focused, with a format that's proven to appeal to casual players - with a four-player party mode featuring over forty different minigames, the more immediate gameplay will certainly find favour with families this Yuletide. There's also a high degree of customisation, you can tailor the game so it's easier for non-gamers to compete with experienced players by handicapping, for example.

When do we get more?

It's reportedly out before the end of this month, though it could well slip into November. Either way, it's the ideal Christmas Day game - bright, colourful, fun and inclusive. We can't wait!

Anything else to declare?

It's playable over Live, which is a big plus if you're a Billy-No-Mates. And there are race levels between the minigame rounds - the winner gets an advantage in the game that follows.

A hero never dies



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HALO 3
BELIEVE
26th September 2007

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 XBOX 360 LIVE

INCOMING

A fistful of top new titles coming to 360...



World In Conflict

Publisher: Sierra Entertainment | **ETA:** 23rd November

This terrific real-time strategy has been garnering rave reviews for its PC debut, and little wonder - it plays an absolutely gorgeous fast-paced game, and it's incredibly addictive. It's accessible too - its streamlined interface and simple tactics mean it should be a perfect fit for the 360.



The Orange Box

Publisher: EA | **ETA:** 19th October

Open said tangerine-tinged container and you'll get PC classic Half-Life 2 plus additional episodes One and Two, ace multiplayer mash-up Team Fortress 2 and mindbending physics-based first-person puzzlefest Portal. So, pretty much the best value videogame package ever released, really. Who needs Halo?

Tony Hawk's Proving Ground

Publisher: Activision | **ETA:** November

The Birdman has his work cut out for him this year, what with young pretender to his throne Skate snapping at Hawk's heels. An impressively solid 360 demo has put paid to fans' doubts though, meaning that the race for 2007's Best Boarding Game could be very close indeed.



**PREVIEW
FEEDBACK!**
[Click here to tell us what you're looking forward to...](#)

TimeShift

Publisher: Sierra Entertainment | **ETA:** 2nd Nov

Inventive time-twisting shooter, which has you stopping time so you can relieve your enemies of their weapons, putting foes into slow-motion so you can dodge bullets, or undoing your mistakes with Time Reverse. A host of multiplayer options round off what could be a truly innovative FPS experience. See p18 for more.

UPCOMING

AUTUMN 2007

- Tony Hawk's Proving Ground
- Clive Barker's Jericho

WINTER 2007

- Viva Pinata: Party Animals
- Army Of Two
- Scene It?

SPRING 2008

- Rock Band
- Burnout Paradise

SUMMER 2008

- Civilisation Revolution
- Mercenaries 2: World In Flames
- The Club
- Fracture
- Prototype

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Publisher: Activision
Developer: Infinity Ward
Heritage: Doom, Counter Strike, Call of Duty 2, Medal of Honor
Link: www.charlieoscardelta.com
ETA: November 5

HANDS ON

Call Of Duty 4: Modern Warfare

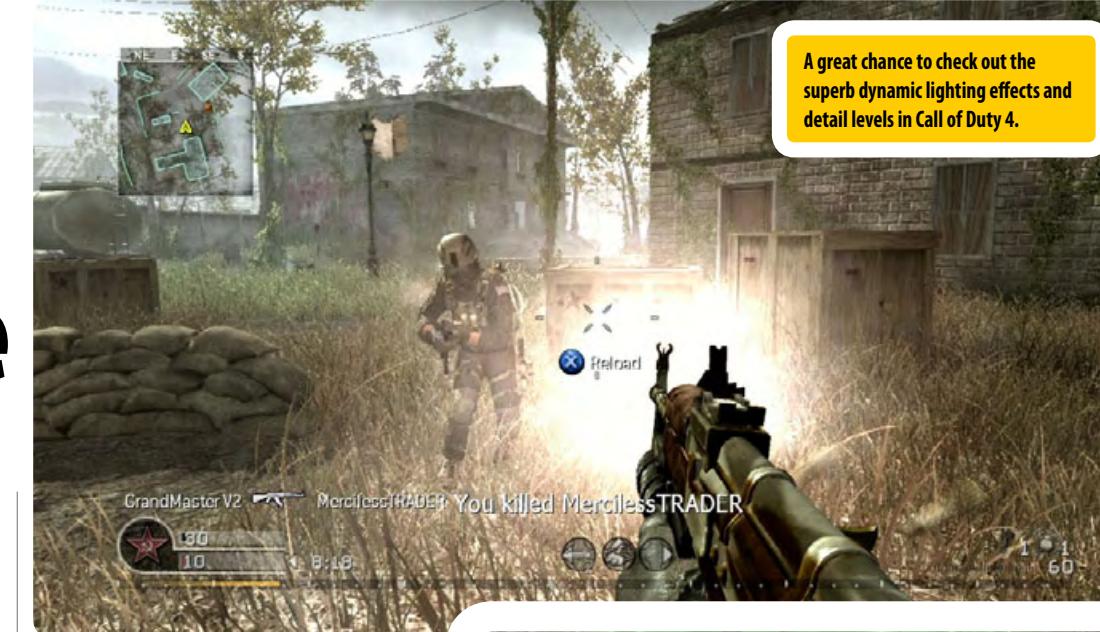
Why Infinity Ward's new game will blow you away!

Call of Duty has moved into a new era - in terms of both setting and gameplay. Series creator Infinity Ward has left behind its superb World War II campaigns, transplanting the core DNA of the gameplay into the modern battlefield.

Translated into the most basic terms, battling Hitler with your MP40 and armful of grenades is a thing of the past - now you're heading for Eastern Europe and the Middle East armed to the teeth with the very latest in combat weaponry and toys with a little more



Quite often an opponent seemingly jumps out of nowhere in the close-quarters environments.



A great chance to check out the superb dynamic lighting effects and detail levels in Call of Duty 4.

sophistication than the old sticky bombs. But make no mistake, the essential Call of Duty experience is still there, it's just been evolved, expanded upon and improved beyond all recognition.

The majority of our gameplay time has been based on Activision's recent beta programme, which concentrates on the multiplayer aspect of the game, allowing up to 16 players to battle each other over Xbox Live. Three maps are on offer, ranging from the crash site of a helicopter in a Middle Eastern town, to a blasted East European city and an open agricultural setting known only as 'Overgrown'. 'Crash' offers up a mixture of gameplay

"Battling Hitler with your MP40 and armful of grenades is a thing of the past"



styles, 'Vacant' concentrates on close-up gunplay, while 'Overgrown' is king for those with a sniping fetish.

Game options consist of the usual deathmatch and team deathmatch along with more tactical capture the flag and search and destroy modes. The key to your success is to accrue

Splinter Cell-style night vision goggles are standard equipment for all soldiers in the multiplayer mode.

>CoD continued

experience points, which move you through the various military ranks all the way up to General at level 55. Soldier classes including infantry, spec ops, sniper and heavy weapons are available to choose from, but the genius of Call of Duty 4 is in the customisation options that open up when you reach the rank of Private. Here, you can specify your own primary and secondary weaponry, plus 'perks', effectively creating your own custom classes designed for very different types of online warfare.

Perks take the form of three slots where you can add special abilities from a pot of different options. The ability to take more damage, or run faster are just two of the physical enhancements on offer. Special equipment such as grenade launchers and remote detonation bombs are also



"Call of Duty 4 runs at a completely solid 60 frames per second"



available. Additionally there are a range of more intriguing abilities for your final slot - like giving your weapon better penetration through solid matter. Yes, in Call of Duty 4 you can even fire through walls! The higher your rank, the more weapons and perks you have at your disposal for your custom classes.

In-game, unbroken killing streaks are

also rewarded with the ability to bring in overhead reconnaissance, orchestrate airstrikes or indeed fly your own helicopter around, ripping your opponents apart with heavy machine gun fire. The more kills you manage without getting offed yourself, the better the perk for survival.

So conceptually, multiplayer Call of Duty 4 is absolutely terrific. But

COD4: REDEFINING THE FIRST PERSON SHOOTER

Three new ideas you've never seen before



KillCam

Every time you're gunned down, the view switches to show your killer's viewpoint and those crucial few seconds in which he took you down. This is great for figuring out new tactics, or sussing sniping positions

KillCam

The heavy machine gun literally tears the air apart when it fires - check out the distortion effect around the muzzle flash.



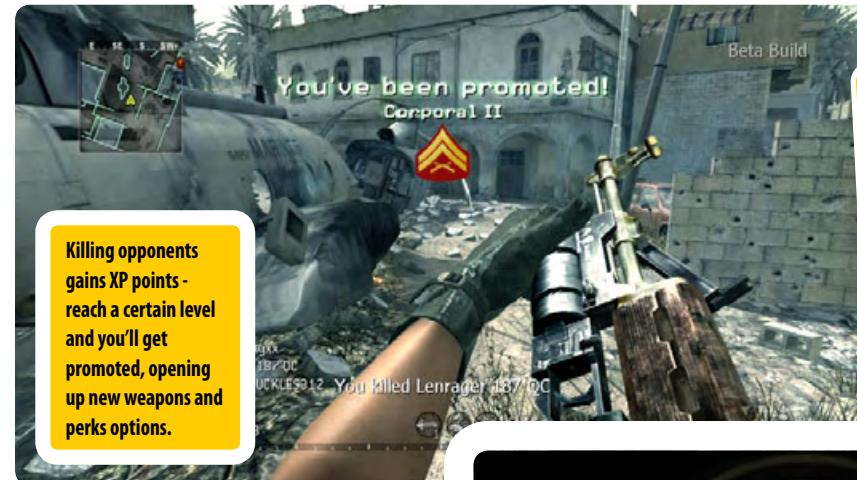


>CoD continued

none of this prepares you for the complete majesty of Infinity Ward's audio-visuals. Put simply, the game reaches new heights of graphical sophistication, with superbly realised environments, and ultra-realistic soldiers. The effects are exemplary too,

subtle but completely suited to the real-life feel of the game. The key ingredient is how smooth everything is. Call of Duty 4 runs at a completely solid 60 frames per second, just like more arcade-style games like Burnout Revenge. What this means is that every time your display updates the screen,

All out urban warfare comes to the Call of Duty series.



PREVIEW FEEDBACK!
Click here to tell us what you think of CoD4!



so does the game. Physically there is no way it could be any smoother, updating twice as rapidly as key games such as Halo 3 and Project Gotham Racing 4. It all adds to the realism and the precision of the controls, and adds immensely to the feeling of immersion.

In short, even before its release, Call of Duty 4 has already shown a level of online brilliance, technical achievement and gameplay innovation that no other first person shooter on 360 has managed to achieve.

Infinity Ward is playing its cards close to its chest when it comes to the single-player mode though. What is known is that the classic Call of Duty game make-up of multiple campaigns spread across three different countries has been jettisoned in favour of a single narrative that has you playing as both an elite member of the British SAS and the USMC 1st

Force Recon unit. All-out urban warfare is still a key component, but you'll also be facing guerrilla tactics from terrorist militia. Sneak peeks at the single-player campaign at recent trade shows have convinced us that this game will more than deliver whether you're an online gamer or not. The game deploys worldwide on November 5 - make sure you report for duty.

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PLAYSTATION 3

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Modern Warfare's story will have a contemporary relevance that should make it harder-hitting than the previous games in the series.

CALL OF DUTY 4: MODERN WARFARE

We called on Infinity Ward's Vince Zampella to give us his view on the latest in the CoD series...

With the online beta currently wowing all those lucky enough to get their hands on a key, we spoke to Vince Zampella, one of the studio heads at Infinity Ward, to talk us through the Call of Duty 4 experience, and tell us just how Modern Warfare compares to the previous games.

What was the thinking behind updating the series to focus on modern warfare this time around?

Well, it's a bit of a natural progression for us. We did two Call of Duty games in World War II, and before that, some of us worked on Medal of Honor: Allied Assault. For the core of the group, we've had six years of WWII games, so it was time for us to change it up. It was just a natural move - not that we hate World War II, but that it was time to move on. World War II provides a great backdrop, a great villain - but it confines you

to where you can go, what you can do. And we wanted to take the story to the next level, to do more storytelling.

What has the move to modern day allowed you to bring to the franchise that you wouldn't have been able to before?

The biggest thing is the story. We were able to push the story a lot further because we're telling the story of a villain we created for the player. It allowed us the freedom to take the game anywhere in the world we wanted it to go. Then there's the obvious things like the weapons being different, more advanced - that kind of thing. One of the most iconic images of

modern warfare is guys rappelling down from helicopters, and that's something that we were able to add. It's faster paced, too - modern warfare is more global, it's more immediate - response times are fast. It really allows us to get that point across.

What were the significant influences on the game?

There's so much - I mean, I don't think there's any one thing that influenced us amazingly. There are little bits of movies, and real-life documentaries and accounts from our historical references. We talked to marines, and heard things about the way they

>

"We talked to marines - about the way they talk, the equipment they use - and we used all of that in the game"



Interview



It's more explosive than ever before - and the ultra-realistic graphics are some of the best on the 360.

> Interview continued

talk, the equipment they use...and we used all of that in the game. It affects the dialogue, and the gear that they have - we'd be talking to the marines about gear and they'd say things like "oh, those things are shit, as soon as we can get rid of them we throw them down" - so we think "okay, guess we

won't put them in the game, then!"

Call of Duty 2 was visually impressive, but 4 seems to set a new-generation benchmark - is it simply a case of having the time to really get to grips with the hardware, or was it just a case of streamlining the existing engine?

With Call of Duty 2, we were the first title to be approved for the platform, so we've had as much time with the hardware as anybody. At the end of Call of Duty 2 was when we had a finished engine - it all really came together right at the end, so in a way we weren't in a position to

"When Call of Duty 2 shipped, we all thought 'wow, that's a great-looking game'. But CoD 4 is worlds ahead."

really take advantage of it. When it shipped, we all thought 'wow, that's a great-looking game'. But looking back, 4 is worlds ahead. We were able to achieve so much more this time. Instead of building technology, and learning new processes, we were refining. So we were able to take so much more advantage of the hardware - the artists had a solid base to work on, and there was the time element - we've had two years from the end of Call of Duty 2, and then we started work immediately on Call of Duty 4.

What do you think is the most significant addition to the online game?

Well we've gone bigger - there's a lot more depth to it, a lot more customisation, which is a huge addition. And then with the levelling system, we've gotten a way to introduce it to the player in a better fashion, so basically they can learn things as they go, and focus on different things as they progress - so I think that adds a lot to the online game.

Has any feedback from the beta led you to change anything?

Yeah, there's been some balancing. There's not been any big changes like removing levels or anything like that, but there's definitely some balancing that we've done based on what we've seen.

What's your personal favourite new feature in Modern Warfare?

That's a tough one. I think I'm going to

have to go with Create A Class - it really allows you to customise your play style - to throw on some extra health as a perk, for example.

A knife kill, or a distant headshot with a sniper rifle? Which is the most satisfying?

Knife kill. It's more 'up close and personal' - when you watch the kill-cam and they see you sneaking up behind them, and then they know... with sniping you can almost say that it's a little cheap, getting someone in the distance. Whereas with the knife it's a challenge to get behind your enemy without being seen, and then you get them, and it's like "oh yeah!"

Finally, are there any hidden secrets you can tell us about?

Not really. There are some things that I don't really want to spill. We have cheat modes and stuff that you'll be able to unlock. And there are also enemy intel pieces throughout the game. We definitely have some really cool cheats in the game, I can tell you that much.



Publisher: Activision

Developer: Infinity Ward

Heritage: Doom, Counter Strike, Call of Duty 2, Medal of Honor

ETA: November 5

Infinity Ward promises that the single-player experience won't be neglected, despite the popularity of the multiplayer.



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Publisher: Vivendi
Developer: Saber Interactive
Heritage: Will Rock
Link: www.timeshiftgame.com
ETA: November 2nd

HANDS ON

TimeShift

There's always time for another fine shooter.

You know that, since the game's based around Time-travellers, its developers must have wished for similar time-controlling abilities at several points in its development. Moving through two publishers, repeatedly delayed, presumed cancelled, radically reworked... the ability to rewind time and do it right first time must have seemed the most attractive thing. Instead, they had to persevere with their own hard work and - finally - we got hands on with almost complete code.

The concept's a pure B-movie science-fiction one. Scientist with experimental armour goes bounding across dimensions and seems to find himself in 1939. Everything is mysterious at this point -



**>TimeShift** continued

works like this. As well as a Halo-styled recharging defence bar, you possess a reservoir of time-dilation powers. You can either slow down time, absolutely freeze it or even rewind it. The freeze or slow time get the most use. Slow-time is most like what you'll see in something like Max Payne, with everything moving like it's in treacle. Time-stop is even more radical, with everyone freezing while you can move. No-one can actually be moved when it's frozen, but you can release a load of bullets which will collide the second the clock is restarted. Listening to the panicked shouts as your opponents think you're teleporting or something gives you a unique sense of actual power.

It also feels different than - say - Max Payne. There, you earn slow-down time



Since earlier incarnations, the game's been reworked for up-to-date looks.

PREVIEW FEEDBACK!
Click here to tell us what you think of TimeShift...



This first person shooter features shooting. Good work.



Hiding is important to replenish your shield and time-stopping abilities.

360Zine
TIMESHIFT

HOW COMPLETE?

90%

FIRST IMPRESSIONS

80%

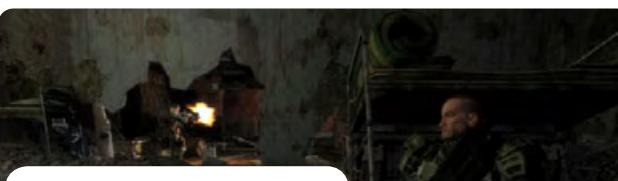
It's time for TimeShift to put up or shut up.

**RE-RE-WIND!**

Scientists have argued whether it's possible to create a time-machine forever. Yes, it is.

**Go****Stop****Rewind****Go**

The game's all about time-effects, which are terribly hard to show in the medium of still images. But we're going to try our best - basically, imagine you were seeing this exciting fight scene. Men running, men shooting... now activate the time-freeze button and...



Hiding is important to replenish your shield and time-stopping abilities.



BLACKSITE



“The fluid controls and epic level shattering set pieces are what excites us the most”

PSM3 MAGAZINE

“Looking like yet another top quality Xbox 360™ shooter”

OXM MAGAZINE

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MASS EFFECT

With a date confirmed for BioWare's enormous roleplaying space opera, we caught up with the president of the company...



Dr Gregory P. Zeschuk

Originally a medical doctor, Greg co-founded BioWare Corporation in February 1995. He is from Canada, enjoys Japanese roleplaying games, says "about" and has a neatly trimmed chin-glove.



"I see the light"



"Don't turn round now, but..."

Following rumours that Mass Effect was going to slip into next year, it is now scheduled to arrive before Christmas. Although it'll probably take you until next Christmas to finish it...

There seems to be a massive story. Can you sum it up in so many words?

Yeah, the way I would sum it up is you play Commander Shepard, humanity's representative working for The Counsel. Your job is to find out what the rogue Spectre agent Saren is up to. You find out pretty early on that he's involved in some kind of artificial intelligence or mechanical threat to all life in the galaxy. Your job is to hunt him down and find out what's going on. When we conceived the game there were a whole bunch of things we wanted to accomplish and the story ended up being broken into a trilogy.

Is it based on the excellent book,

Mass Effect: Revelations?

The book is a prequel, it's written by the lead writer of the game. It's not heavy, heavy sci-fi, it's more of a light kind of sci-fi and gives you a sense of what the universe is about and the background of all the races and the people. Actually some of the people in the book do make an appearance in the game.

With the game being large in scope with branching storylines, how many different endings are there and how does that affect the continuation of the trilogy?

We kind of have a secret idea on the trilogy so I can't really answer that part of it but it all makes logical sense. The end itself has two sequences where you make choices and it's interesting because the choices that are available

to you are dependent in some part on what you have done at that point. There's a few different endings and there's a few different subtle tweaks as well. It kind of involves a matrix of choices.

BioWare are renowned for presenting moral dilemmas and choices in your games, something that is becoming increasingly prevalent.

It's something a lot of developers are doing. We've literally been doing it since the beginning, you know, 15 years. Even in Baldur's Gate and Baldur's Gate II you had choices. We tried to push it a little further in Knights Of The Old Republic. I think what's happened now is players are growing up and they want more – it's not enough to



"Two pints of lager and a packet of crisps please."

> Interview continued

run and shoot things and that's it. It's fun to know there's more to the world than that, the choice is the biggest thing. The other thing that's big in gaming right now, and life in general, is



personalisation: of your experience, your car, your hat, whatever, and being able to personalise the game experience and have your own story is very powerful. It's all about the game responding to you, and when it works it's really powerful.

But given the choice, won't most people simply choose to be the bad guy. How difficult is it to make the good guy appealing?

You want the nice guy to still be cool, it's not like the nice guy equals goody-two-shoes. It's more like the nice guy is someone you respect, who's heroic and that you look up to. And there should also be rewards for it, the terrible thing is if you're the bad guy and



Desperately trying to maintain eye contact.

"The big thing in gaming is personalisation"



Developer: BioWare

Publisher: Microsoft

Players: 1

Heritage: Baldur's Gate, KOTOR, Jade Empire

ETA: November 23rd

you're better off robbing people than saving them or something of equivalent benefit.

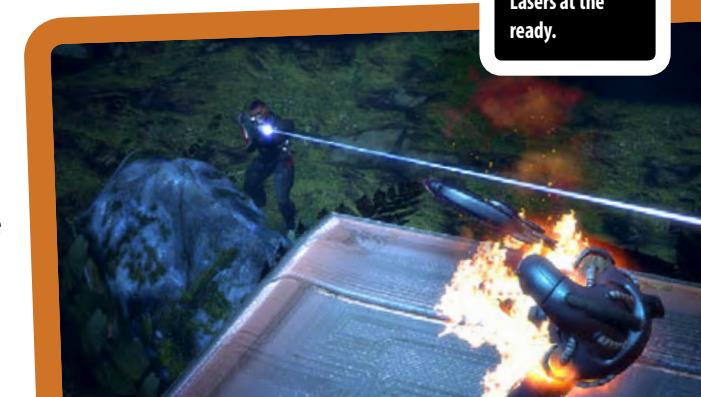
With a lot of games coming out this Christmas, yours is probably one of the longest. Do you think people will play it all the way through to the end?

The interesting thing about it is that actually the core straight-shot path to the story isn't super-long. There's a lot of optional stuff, there's a lot of twiddling. At character level, there's even a recommended button, so we try to allow things to speed it along. I like to hope that what compels people is the story. I know at first hand that the story in that central core is very, very compelling and so one thing ideally that might help to pull people through to the end is that story – what's going

to happen?

But will you be missing out on a lot of stuff if you take that short route?

You know, you are and you aren't. You're not gaining the whole experience and you're not seeing the game in its whole glory, so to speak, but it's still pretty cool... ●



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Dreams and Reality*



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SEARCH 360Zine  PRINT THIS PAGE  ZOOM IN  ZOOM OUT  TOGGLE FULL SCREEN VIEW  PREVIOUS PAGE  NEXT PAGE 

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Games



HANDS ON

Kane & Lynch: Dead Men

From pad to hearse - get the latest from the Hitman team

Few games with an 18 rating genuinely live up to their 'Mature' tag. Blood, bullets and bad language can land you with that big red sticker from the BBFC, but often said games are no more mature than your average candy-coloured kids' platformer. So it's refreshing to play something as deliciously adult as Kane & Lynch - gritty, dark and intense, it recalls

Michael Mann's Heat with its pitched gun battles between cops and crims, and its character-driven plot.

As the game starts, Kane and Lynch are dead men walking. Kane's white-picket-fence existence disintegrates



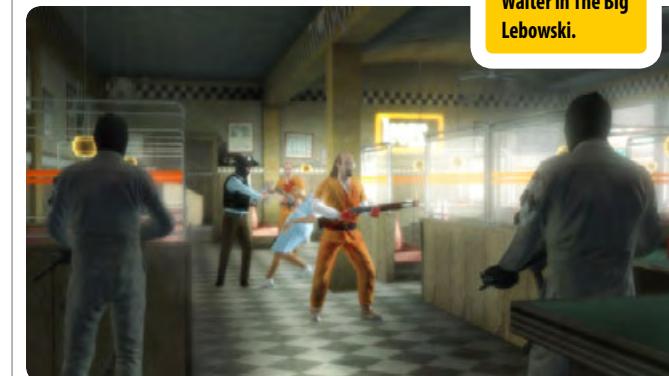
"It's refreshing to play something as deliciously adult as Kane & Lynch"

when his son accidentally shoots himself with dad's gun, and his wife subsequently leaves. This leads Kane down a dark path to a group of mercenaries calling themselves The7. The squad are killed when a job goes wrong, leaving Kane as the only survivor to escape with the loot. Upon returning to the US, Kane is arrested and taken to prison. Here he meets Lynch, a schizophrenic in the true sense of the word - suffering from blackouts and hallucinations, he wakes one day next to the corpses of his wife and child. Convicted of their murder, his and Kane's paths cross in the van taking them to Death Row. Lynch tells Kane to cover his head just as the van is

Squad commands are simple - handled with presses of the red, blue and yellow buttons. Green is reserved for context-sensitive actions such as climbing.

attacked, and the criminals are busted out. Turns out The7 are not so dead after all, and they're holding Kane's wife and daughter as an insurance policy so that Kane can return the loot they assume he traitorously stole for himself. With Lynch tagging along as The7's point of contact, it's up to the mismatched pair

Lynch's constant whining is actually darkly amusing - he reminds us of John Goodman's Walter in The Big Lebowski.





>Kane & Lynch continued

to get hold of the briefcases containing the money.

The escape from the prison van kicks off the action, with the player taking control of Kane, as he woozily staggers away from the wreckage. Initially protected by Lynch and the other criminals, you're soon shooting back at your pursuers as you move from building to building, awaiting the arrival of your pickup vehicle. It's an explosive start to proceedings, and the third-person action barely lets up - with the occasional respite lasting mere seconds as you take refuge from the police.

Here, the game engine is shifting a fair number of characters, but it pales into insignificance when compared with the later level set in Tokyo. In the Mizuki nightclub, owned by the daughter of businessman Retomoto



There's plenty of destructible scenery - often you'll force an enemy out of hiding by destroying their cover.

(who has one of the briefcases), there are a thousand clubbers strutting their stuff, with around a hundred NPCs onscreen at any one time. It's one example of new-generation graphical grunt genuinely affecting gameplay - you'll have to make your way back through the throbbing throng protecting Lynch, who's carrying the prone body of Retomoto's daughter.

Firing bullets above the heads of the dancers is the best way to clear a path, and it's an engaging change of pace.

A later stage sees you and a team of guns-for-hire attempt a daring briefcase snatch in a high-rise office block. Rappelling down the side of

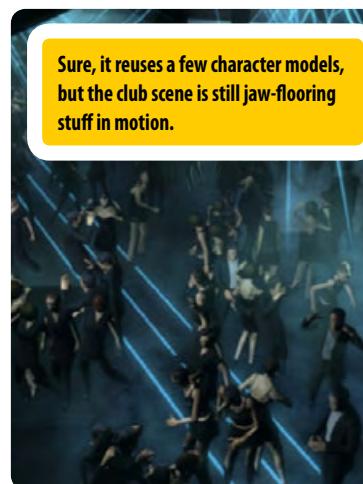
the building, Kane plants a bomb against a boardroom window, and the team enter through the hole blown in the glass - taking out the guards inside before making their way down the floors and out through the lobby, into another gunfight outside. While most games would split this into separate stages, in *Kane & Lynch*, it's one huge flowing level, and it's intoxicatingly expansive.

With thrilling setpiece after thrilling setpiece, *Kane & Lynch* is a palm-sweatingly exciting and gloriously visceral experience. Eidos promise it'll be with us by Christmas - if you're old enough, it's certainly one to add to your list to Santa. ●

PREVIEW FEEDBACK!
[Click here to tell us what you think of *Kane & Lynch*...](#)



With a broken nose and a bald spot, Kane isn't your typical hero - which is part of what makes him such a compelling character.



Sure, it reuses a few character models, but the club scene is still jaw-flooring stuff in motion.

**360Zine****HOW COMPLETE?**

85%

FIRST IMPRESSIONS

88%

Corking - an action masterpiece in the making

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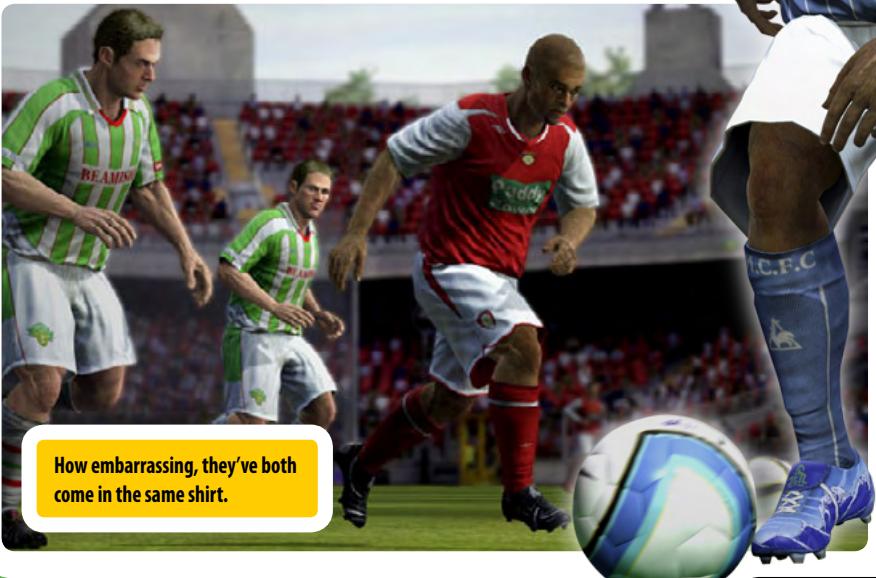
FIFA 08

Let the tills ring out...

First the good news: following last season's anaemic 360 debut, this year's model is a fully fleshed out affair which thankfully acknowledges a world beneath the Premier League. In total, there are 30 official leagues, 620 licensed teams and more than 15,000 players, some of whom even vaguely resemble their real life counterparts. As ever, the trademark EA Sports polish is in evidence, with some superbly recreated stadia – including New Wembley – and a seamless commentary from Martin Tyler and Andy Gray.

Publisher: Electronic Arts
Developer: EA Canada
Heritage: FIFA 95-07
Link: www.fifa.ea.com

OUT NOW



On the pitch, it's all change, with the arcadey approach of last year supplanted by a more measured pace, with the emphasis on tactical build-up play as opposed to instant thrills. It's something of a gamble on the part of EA, and certainly takes some getting used to, particularly if you're used to the high scoring matches of previous >

WHO ARE YA?

The good, the bad and the ugly.



Ronaldinho

Beckham

Rooney

Ronaldinho

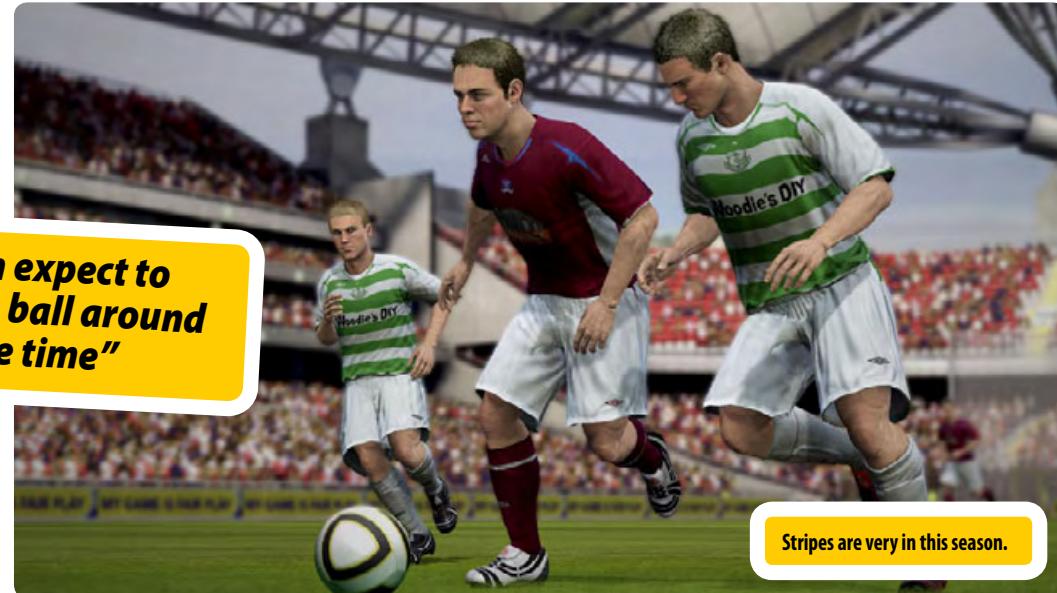
The buck-toothed Brazilian recorded motion capture for the game in Barcelona, squeezing his ample form into the unforgiving body suit amidst a succession of hissy fits and dry sandwiches.



Aaron Lennon finds himself the meat in a Chelsea sandwich.

**Actual gameplay
view may differ.**

***"You can expect to
have the ball around
5% of the time"***

**Stripes are very in this season.**

> Fifa 08 continued

incarnations. The end-to-end action of yore is gone, replaced by an extremely physical battle with defender and attacker often locked together as if in some kind of lovers' dance. On the rare occasions that you have time on the ball, a new manual through ball lets you pick out a perfect run, and manual crossing theoretically enables you to pinpoint the ball to a forward in the box.

Onion bag

As for the all-important shooting, apparently "a true next-generation ball-striking engine calculates shot success by combining an almost infinite number of different contexts, including ball spin, pressure from defenders,

player attributes, and even air pressure to recreate the drama and unpredictable nature of shooting." All of which means sometimes it goes in and sometimes it doesn't.

In the game

As for genuinely new features, the quirky Be A Pro mode lets you step into the boots of a single player, playing out an entire match from one position. Given that there are 20 outfield players you can expect to have the ball around 5% of the time, although there has been some attempt to offer a challenge when you don't have the ball, such as maintaining your position or marking other players. Inevitably you're going to be tempted to take on the entire team and score, and when you're closing in on goal the camera

angle swoops in to mildly exciting effect, giving a taste of the on-pitch action. Ultimately though it's a gimmick that is more set up for online play, with up to five gamers per side able to compete this year, the hope being to eventually stage a 22-human match in later versions.

There's much to admire in this year's FIFA, although it is still blighted by the odd bit of sloppiness such as incorrect tournament rules. Ultimately, it'll be judged by the action – or lack of it – on the pitch. While it is at least different from last year's effort, and has some excellent online features, the steady pace may not be to everyone's taste. Hard fought goalless draws may be realistic, but at the end of the day, all we are saying is give us a goal.

Steve Hill**Cheer up mate.**

360Zine
Verdict *FIFA in simulation shocker*

Authentic teams

Excellent presentation

Slow paced

81%

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Publisher: Bandai
Developer: Tri-Crescendo
Heritage: Final Fantasy series
Link: www.tri-crescendo.co.jp
OUT NOW

Eternal Sonata

Life is but an Anime dream – with turn based combat here and there.

Okay, how's this for a concept: the world of Eternal Sonata is a dream in the mind of the composer Frederic Chopin, conjured up as he lies dying of tuberculosis. In Chopin's dreamworld anyone who has

an incurable disease also has magical powers. Chopin and other dying beauties are all playable characters and, predictably enough, their predicament sets them on the road of epic adventure...



FREEZE FRAME

Hours and hours of glorious eye-candy...



HOUR 1, FIRST CHAPTER

The opening levels give little away about the scope of the game, despite their beauty.



HOUR 2, FIRST CHAPTER

Many of the scenes are unparalleled in their intricate architectural fantasies.



HOUR 3, SECOND CHAPTER

Returning to the village takes place on a number of occasions, as you might expect...



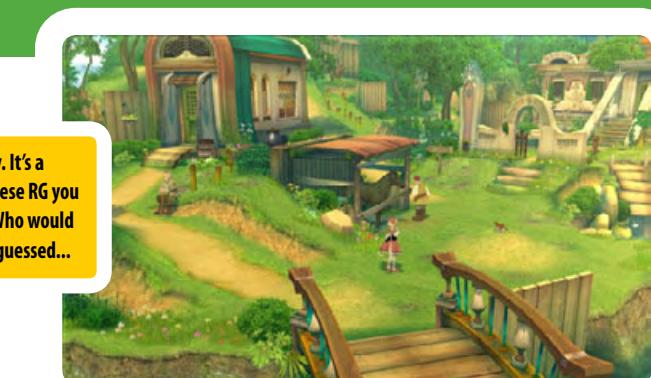
HOUR 7, FOURTH CHAPTER

New characters are steadily introduced as the plot opens up in the later game.



HOUR 8, FIFTH CHAPTER

Design qualities remain constantly high as the game progresses.



Really. It's a Japanese RG you say? Who would have guessed...



Our fantasy heroes are forced to hide in the (beautiful) sewers.

Okay. Beat. We leave first thing in the morning!

game introduces a manual block function, which gives you a chance to reduce damage by hitting the right button within a very narrow window of opportunity. For Japanese RPG fans who are used to a rather more sedate >



360Zine Reviews

> Eternal Sonata continued

game this will come as something of a shock – it makes the fight as much about reaction time, and therefore personal skill, as it goes about grinding your characters up to appropriate levels and equipping them with suitable magical umbrellas. It soon become second nature, of course, and really does give these fights something new. Another feature is that battlegrounds have light and dark areas of shade, which create a tactical nuance by dictating what spells a character can cast.

The world itself is compellingly detail-drenched, and each of the locations has numerous characters,



The town plays a vital role in the opening hours of the story.

"Few games get their aesthetic this perfect"

secrets, and potential battles. Each section is punctuated with a boss battle which is just hard enough to challenge, without being so difficult as to frustrate beginners. The formulae is,

therefore, about as good as it gets.

If there are significant problems then they come only from the fact that the combat change is the only way in which Eternal Sonata deviates from the traditional RPG template. The long, partially untranslatable FMV exposition remains, in which the story has to be watched, even though there is an option to skip. There's the odd balancing issue and a lack of suitable save points too, but these are minor quibbles.

This isn't going to cure anyone of a hatred for Japanese RPGs, and fanboys at the other end of the spectrum will affronted too, but this is nevertheless one of the year's most endearing games. How can you argue with a game that takes such an absurd high-concept fantasy, and makes an eminently playable 30-hour RPG out of it? How indeed. ●

Jim Rossignol

WE FIGHT IN THE SHADE

Your guide to staying out of trouble in Eternal Sonata



Fighting

Casting

Blocking

Fighting

Eternal Sonata has a number of playable characters, each with their own distinct fighting style. Each character can heal in some way, or attack in some way, but their position on the battlefield will usually dictate how their power can be used.

360Zine Verdict

Music to your eyes, and wonderfully cute throughout

Utterly beautiful

Forgivably short

Some annoying quirks

82%



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Microsoft
game studios

OUT OCTOBER 12

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Jump in.

PGR4
PROJECT GOTHAM RACING®

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Skate

There's a new cock in the roost...

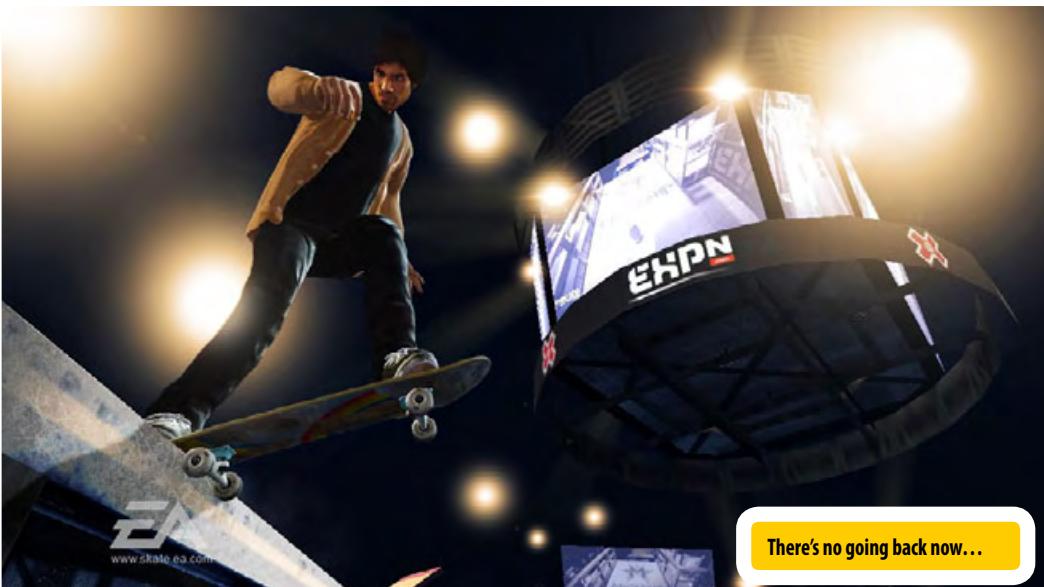
A grown man using a child's toy as a mode of transport may be a risible notion, but it is one that has kept Tony Hawk in shin pads over the course of eight increasingly flaky games. Amidst inevitable talk of Skate being a Hawk-buster, the big surprise is that The Birdman has had it his own way for so long, with the onus finally falling to the leviathan that is EA to provide a tenable challenge.

To their credit, they haven't simply sought to emulate the Tony Hawk games, as Skate is much more in the

simulation mould. The much vaunted control system has been discussed in detail – left stick for board, right stick for body – but it really does make it a different game. Moving a plastic stick instead of pressing a plastic button may not sound that significant on paper (or pdf) but going back to Hawk after an



Go all the way
and become
a pro skater.



There's no going back now...



extended bout of Skate immediately feels stunted. A far more skilful approach is required, and with only three basic manoeuvres available the key is in combining them to devastating effect, ideally without shattering your coccyx.

That said, injuries do play a role, from the comedy intro to the in-game Hall Of Meat, a gruesome catalogue of the damage you've done to your body. Essentially though, the idea is to stay on the board as you cruise the eerily empty streets of the fictional San Valeno en route to becoming a

"Going back to Hawk after an extended bout of Skate feels stunted"

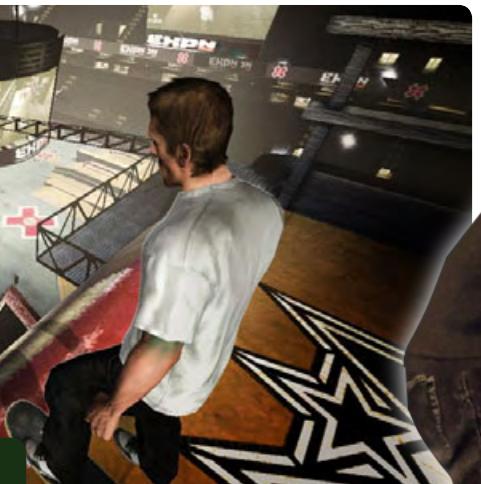


**Buy yourself a new outfit,
not necessarily in black.**



Reviews

Should have stayed in accountancy.



SKATE TO THE BEAT

Featuring 67 tracks, here are 5 of the best...

SEX PISTOLS Pretty Vacant

Allegedly rerecorded for the game by three of the original members, it's still devastating 30 years after the seminal album.

THE RAMONES Psychotherapy

It wouldn't be a skate game without a two-minute slice of pop punk from New York's finest (deceased).

DEVO Gut Feeling

Idaho's potato-obsessed retro-futurists follow a sell-out comeback tour with an unlikely appearance in a skateboarding game.

BLACK FLAG Six Pack

"I got a six pack and nothing to do/I got a six pack and I don't need you" – the delicate poetry of pre-Hollywood Henry Rollins.

DAVID BOWIE Queen Bitch

From when Dave was feeling Hunky Dory, possibly the only song ever to use the word "bipperty-bopperty."

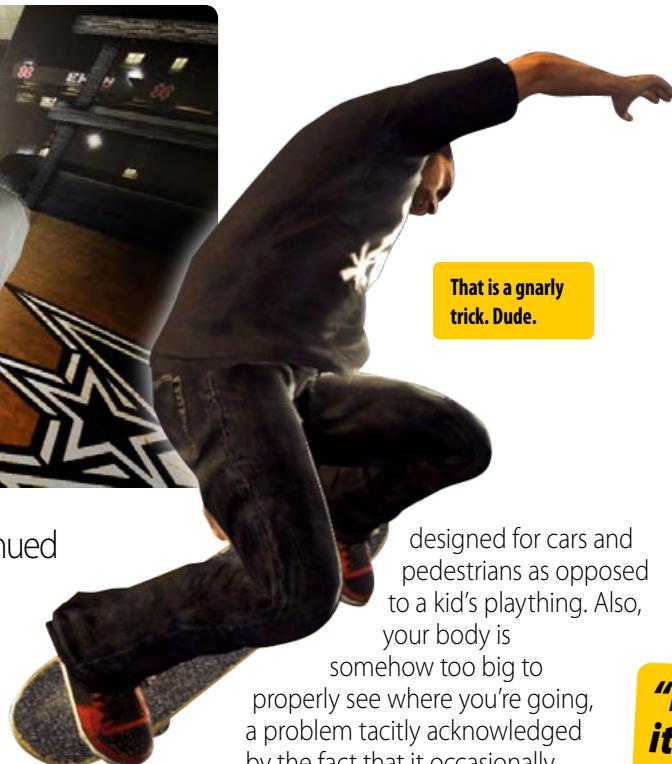
> Skate continued

skateboarding superstar.

Plank boy

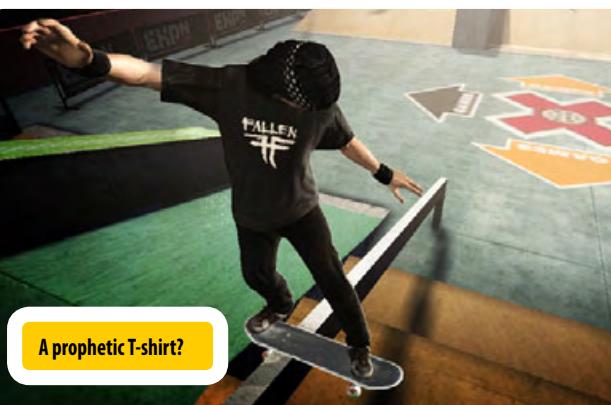
Based in this massive 'living, breathing' city, the structure is loosely akin to a freeform GTA-style game, albeit with drive-by shootings replaced by riding around on a plank of wood. Challenges crop up all over the place, comprising trick competitions, races, magazine photo-shoots, video footage, and eventually pro challenges, with a variety of name skateboarders dotted around the city. As your skills increase, so does your profile, followed by sponsorship, fame, and a career at the pinnacle of the boarding world.

For skaters, it's an absolute wet dream, perfectly capturing the edgy, underground feel of the 'sport.' It can be frustrating though, not least in getting around a city primarily



designed for cars and pedestrians as opposed to a kid's plaything. Also, your body is somehow too big to properly see where you're going, a problem tacitly acknowledged by the fact that it occasionally becomes transparent.

This is largely nitpicking though, and with a few hours practice it is a mainly joyous experience, even if you're not entirely sure how you nailed that trick.



Challenges come thick and fast, with a handy map system enabling you to immediately find them, and the cod-storyline keeps you interested, as you hang around in T-shirt shops with people who call you "dude." Or you can simply cruise around the city wearing shades and listening to the eclectic soundtrack.

Technically excellent, and with a raft of online features, for a first time stab at a franchise, Skate is a stunning achievement. The only problem seems to be what they're going to do for the inevitable sequel... ●

Steve Hill

360Zine Verdict A thrilling ride for skaters and gamers alike...

Authentic skateboarding

Huge city

Can be fiddly

86%



“Stranglehold promises
the thrill of a lifetime.”

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“This may just be
the coolest action flick

you've ever played.”

IGN

“You've never played a game
that's as destructive,

Black? Not even close.”

OFFICIAL PLAYSTATION MAGAZINE

“This slick,
adrenaline pumping
high-octane shooter

is best described as kick-ass!”

XBOX WORLD 360

JOHN WOO PRESENTS **STRANGLEHOLD**

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TIME TRIAL



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Publisher: Ubisoft

Developer: Ubisoft
RomaniaHeritage: Blazing Angels,
Silent Hunter IVLink: <http://www.blazingangels2.com>
OUT NOW

Blazing Angels : Secret Missions of WW2

Those magnificent men in their flying machines return to action. Secretly.

It all sounds very interesting, doesn't it? Putting you in the shoes of Chris Robinson, the leader of a secret team of elite pilots, you'll get to fly all sorts of missions in exotic locations, from the deserts of Egypt, to the heart of Red Square, all while trying to throw a spanner in the works of the German war machine, and stop them

developing some all-powerful secret weapons.

But while the story's certainly up to scratch, it's a shame the developers haven't put as much effort into the rest of the game - instead completely neglecting the little things, like, you know, how much fun the game is to play, or how well the planes actually

"You'll get to fly all sorts of missions in exotic locations"

>

The cityscapes are immensely detailed, and bear a marked similarity to their real-world counterparts. Which is more than we can say for the flight model.



Obviously a lot of effort has been spent on the game's graphics - we wish they'd have spent as long making the planes fly properly!



The weather effects are pretty impressive - but not really that helpful in the midst of a dogfight.





Reviews



British planes are, as ever, well represented, and there are even a few rarities, like the Vampire and the Meteor included.



Flying wings are amongst the coolest new planes you'll get to fly.



If you squint a bit, this could almost be Crimson Skies. Now there's a game we want to see on 360 - are you listening, Microsoft?

MISSED OPPORTUNITY?

Good idea... Bad idea...



You can just imagine how the board meeting went for this one. "So, we're giving people all these prototype planes to fly, and we need to attract the hardcore sim crowd. I know what we can do - let's make it so you can fly the planes from inside the cockpit!" That was the good idea. "But then, to completely balls it up, we'll make it so you can't actually look around your cockpit to see where your enemies are, and make it so your plane auto-levels every 30 seconds!" We hit our head on the desk with frustration.

> Blazing Angels continued

handle.

While the game never claims to have any element of realism, you'd have thought that they could have at least tried to get some bits right. Instead, it seems Ubisoft Romania have used their own "creative license" to try and give the game an artificial level of difficulty. If you want to bomb a base, you can't just bomb it by flying level and dropping bombs on their heads (like

you would in real life), that's too easy. Instead, you can only drop bombs while diving, which results in you crashing into the ground far more often than we'd like to admit.

And while on the whole, the missions are satisfactory, too many of them revolve around protecting some object or city that miraculously manages to take damage even though nothing is firing upon it. Everyone knows that escort missions are amongst the most annoying levels in

the world, so why there are so many of them here, we don't really know.

Where the first Blazing Angels gets things right, this game gets it wrong, but at least it manages to fix the first game's shortcomings. The selection of planes is much better this time round, and the missions you'll get to use them on are much more varied (bar the escort ones), which, on the whole, makes for a more entertaining game. It's just a shame that the developers seem to have taken so many shortcuts, and in the end, it's their game that's suffered. ●

Ian Morris

360Zine Verdict

Good idea, with poor execution.

- Brilliant visuals
- Could have done with some realism
- Awful handling

70%

The shadow you cast is
the shadow they fear



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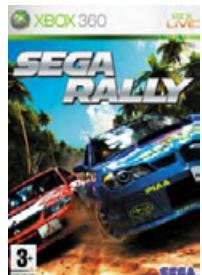
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Publisher: SEGA
Developer: Sega Racing Studio
Heritage: Nothing
Link: www.segarally.com
OUT NOW

SEGA Rally

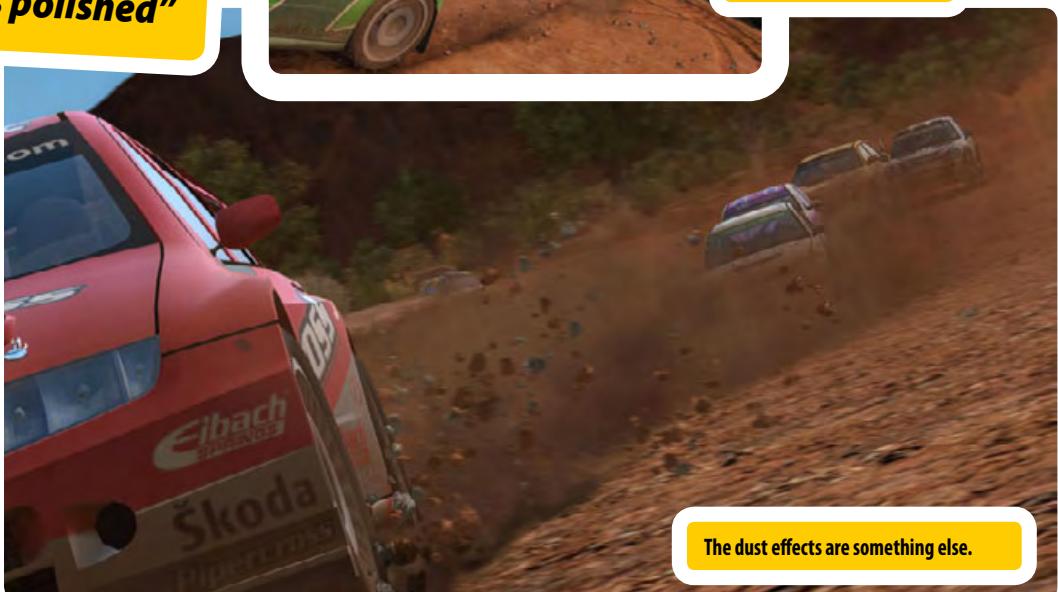
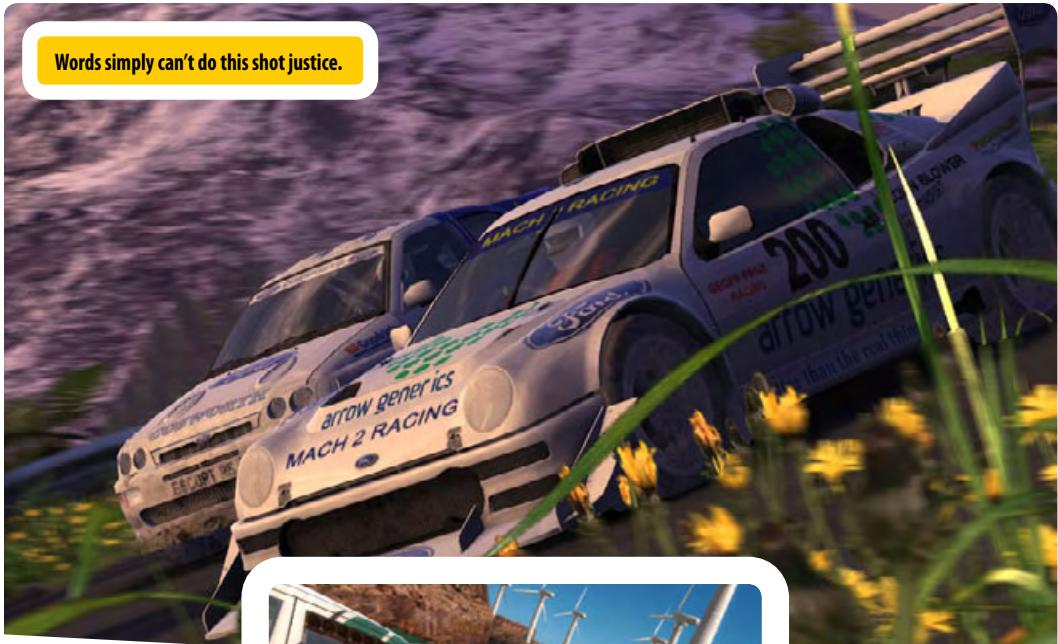
SEGA Rally - fun with a capital... IMMEDIATE LEFT

That it only takes one race for you to get the hang of SEGA Rally tells you a lot about just how polished this game is. And if there's one word that sums up SEGA Rally perfectly - it's polished. Despite all the graphical niceness, the immensely impressive track deformation, and the six other cars you'll be racing against on the wide open rally tracks, the game's frame rate never misses a beat.

From the way your car handles, to the gloriously colourful nature of each track you race on, the entire game has

an unmistakable aura of "SEGANess" to it. Of course, the detail's in the little touches, and there are plenty of them here for you to spot as well, from the cable cars scaling the sides of the mountains, to the flypast the Red Arrows give you on only the second race. Fans of the original will also be pleased to know that while you're busy smacking your car round the narrow, winding cliff-side roads,

"If there's one word that sums up SEGA Rally perfectly - it's polished"





Reviews



Our one disappointment is the lack of any car damage, even just of the visual kind. SEGA Rally 2, anyone?



The way your cars get progressively dirtier as the event goes on is a lovely touch.



The courses are suitably busy and crowded - one second you'll be racing down narrow streets in a village, the next you'll be plowing through tiny gaps in between the trees.



Blue skies - what a lovely day for a rally.

> SEGA Rally continued

you do still have that familiar guy in your ear, screaming "IMMEDIATE HARD RIGHT".

And while the graphics may be spectacular, they're there to serve a purpose as well. As you race through each course, the mud beneath your tires gets more and more churned up, until on the later laps, you're driving across something with more folds than

Jabba the Hutt's belly. Making your car steer around a muddy hairpin bend is tricky in the first place, yet alone when your car's being shaken around like a sheep in a tumble drier by the ruts beneath your wheels.

And SEGA Rally isn't the most forgiving of games in the first place.

While it's certainly easy to pick up and play, finishing first in any of the races is an immense challenge, and one that will take a lot of practice, and a great deal of skill to accomplish. But in the end, isn't that what makes these games great?

Ian Morris

CHANGE PLACES!

See what you have to handle...



The surfaces you race on really affect how well your car steers, and this is something that caught us out a lot. Most courses are made up of a mixture of dirt tracks, tarmaced roads, and thick muddy trails, and as your car moves from one to the next, you'll notice your car's handling become markedly different. As the change from dirt to tarmac often happens mid-bend, all too often you'll find yourself over steering as your car's wheels suddenly find their grip.



Progress through the events, and gain more points to unlock new cars.



360Zine Verdict Motorstorm for the 360? Not really. This is even better.

Gorgeous Graphics

Surfaces that affect your driving

Clustered courses

87%



Publisher: THQ
 Developer: Juice Games
 Heritage: Juiced
 Link: www.juiced2hin.com
OUT NOW

Juiced 2: Hot Import Nights

Brrrrrap man, innit, lets 'av some juiced!

Juiced 2 doesn't exactly start off on the right foot. With an intro movie that focuses as much on the polygonal girls as it does the actual racing, you can't really blame us for expecting this to be another game designed for the kind of clientele you'll

find in lowered Corsas down your local Sainsbury's on a Friday night. Surprisingly, however, if you can look past its chav friendly overcoat, Juiced 2 is actually an impressively fun little driving game.

The style of racing on offer here

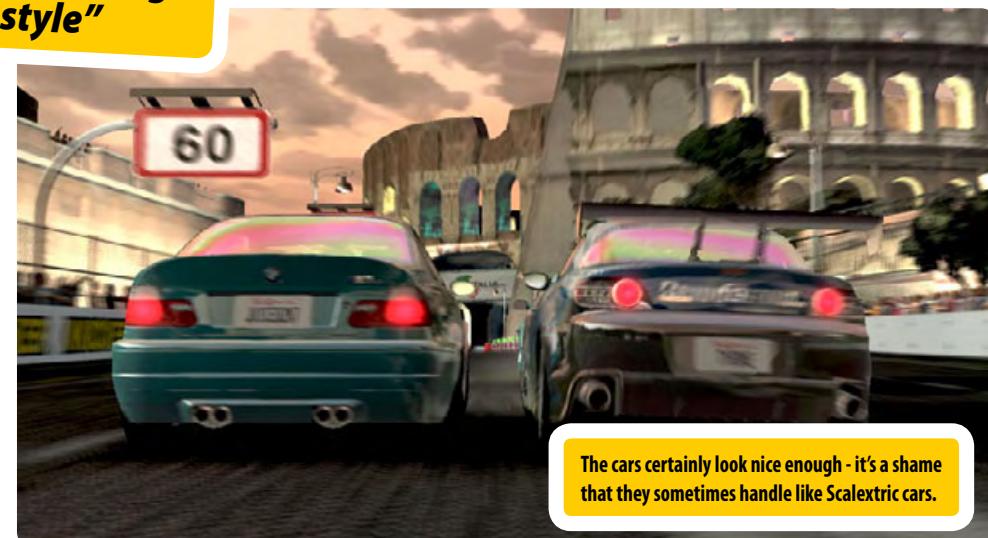
bears a marked similarity to PGR – and that in itself is no bad thing. With a number of tracks based loosely around real life locations, Juiced rewards you for driving with style, charging up your Nitrous boost as you drift through the courses. There are a variety of



To progress from level to level in Juiced 2, you have to accomplish a number of goals the game sets you. From "spooking out" an opponent by tailgating them, to clocking up 3 seconds of cumulative airtime, these goals are achievable in any race, and give each event a much more frenzied pace, as you try to accomplish as many goals as possible without forfeiting your place...



You get to race in loads of locations around the world, none of which are particularly accurately mapped.



The cars certainly look nice enough - it's a shame that they sometimes handle like Scalextric cars.



Reviews



Here's the mod shop, where you can "pimp your ride". Not sure we like the suicide doors though...



You can cover your car with decals of other manufacturers, or just make your own!

These events all seem to draw a decent number of spectators...



> Juiced 2 continued

events to take part in, each of which challenges you to do a range of different things, whether it's simply coming first, surviving an eliminator race, or the drift challenges, which simply require you to rack up a certain amount of points by skidding around the tracks.

Of course, as this is a street racing game, a large portion of your time will be spent "pimping out" your cars with all manner of tune ups. One of the cooler features is the game's decal editor – a kind of scaled down version of the one found in Forza 2, which we're sure will prove popular over Live, as soon as people realise they can draw some "boobies" on the side of their

One of the best features is the car damage - crash even a few times, and your bodywork will begin to crumple. Lovely.



"A large portion of your time will be spent pimping out your cars"

ride.

If you feel like sharing your mad skillz with the rest of the world, Juiced 2 caters to your needs as well, as it offers a full online career mode. Here, you can not only race against other drivers, but you can also sell your cars to them, or even just auction off decals you've created.

Juiced 2 is a lesson to never judge a book by its cover – a surprisingly accomplished and enjoyable street racer, that just has a little bit too much "bling".

Ian Morris



There are a decent selection of cars on offer - all officially licensed too.

360Zine
Verdict *Bling.*

Varied racing challenges

Decal editor

Cars sometimes handle like Scalextric

81
%

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Fatal Fury Special

Publisher: SNK Playmore Developer: SNK Playmore Price: 400 MP (£3.40)

Held in high regard by fighting fans around the world, the Fatal Fury series was the jewel in the Neo Geo's crown. Originally released in 1993, Fatal Fury Special is a slightly revamped version of Fatal Fury 2, seeing the return of series favourites like Duck King, and Tung Ku Rue. The gameplay here is eerily reminiscent of Street Fighter 2, with the one major difference being that you can leap from the front of the stage to the

back, and in doing so, avoid your enemy's attacks. The game's speed is almost perfectly balanced, and with 15 characters to play as, and a cool 2 player mode to boot, this is good value for money.

- Smooth fighting
- Great price
- Too similar to SF2

Furious, fast-paced fighting **80%**

Sonic 2

Publisher: SEGA Developer: Backbone Entertainment

Price: 400 MP (£3.40)

Sonic 2 is pretty much the same as Sonic 1, but in our mind, that's no bad thing. With the added ability to bring along a friend to play as Tails, in either versus or co-op modes. Sonic 2 has had a minor graphical overhaul, including "advanced" techniques such as parallax mapping, giving everything that extra level of graphical niceness. Still, it's not the graphics that count, it's the gameplay, and Sonic doesn't disappoint here either, offering the same blisteringly fast, stupidly addictive and immensely enjoyable gameplay of its predecessor.



- 2 Player
- Lots of fun
- Very Cheap!

Fast, fun, and fantastic **83%**



Cyberball 2072

Publisher: Midway Developer: Digital Eclipse

Price: 400 MP (£3.40)

Originally released by Atari in 1988, Cyberball 2072 is a charmless attempt at making an American football game, with added robots. Taking the ball from one end of the pitch to the other, it's up to you to call various plays (of which we're assured there are over 100), in the vague hope of scoring a touchdown. The more plays you make, the more the ball will heat up, until eventually the thing explodes, taking with it the robot that was holding it. Although the game lets you play 2 player co-op with a friend, there's no way to play against another human, and this just lets the game down further.

GEON: Emotions

Publisher: Eidos Developer: Strawdog Studios

Price: 800 MP (~£6.80)

GEON: Emotions revolves around you rolling your cube "emotion" around the arena, collecting "emotes" as you go. When you've collected enough emotes to fill the bar, you can flip over the arena, and move into a mark in the centre to score a goal. However, at the same time as you're doing this, your opponent is on the underside of the board, collecting his own emotes, and competing with you to score goals. Top psychedelic action and in multiplayer, it's a load of fun.



- Simple gameplay
- Good multiplayer
- Limited single player

Emotional **80%**



Reviews

HD-DVD reviews

The latest and greatest new releases...



Heroes Season 1

Publisher: Universal **Extras:** 73-minute unaired pilot; 50 deleted scenes, making of videos, artist profile, audio commentary on select episodes, video commentaries

The surprise hit of last season comes home spectacularly well. Aside from having a reasonable amount of extras, seeing this well-spun take on comic books without the wait (or commercials) in true HD is an exceptional treat. Though certainly slow at times, there's a reason Heroes has drawn such a wide following. It's great stuff, and HD-DVD is easily the best way to experience the show.



360Zine Verdict

If you missed it, or loved it, this is the ultimate way to see Heroes.

- Excellent presentation
- Tricky web feature

92%

360Zine Verdict

Mmmm, comic brains good!

- Great movie
- Lots of extras
- Picture isn't quite pristine

90%

360Zine Verdict

Simon and Nick hit pay dirt once more.

- Great disc
- Tons of extras
- Not quite as good as Shaun

89%

360Zine Verdict

Truly the ultimate way to experience the series.

- Looks & sounds amazing
- Starting to feel dated

90%

360Zine Verdict

Shameful, yet funny

- Funny with plenty of extras
- Will Farrell is an acquired taste

80%



Shaun of the Dead



Publisher: Universal **Extras:** Cast and crew commentary; TV bits, trailers, deleted and extended scenes, storyboard comparisons, zombie gallery, photos, making of bits

Just when zombie flicks were being mired down in their own clichéd mediocrity, along came a couple of goofy guys who not only satirized the genre to perfection, but managed to revitalize it. A lovingly done take on social commentary, zombies, and romance, Shaun of the Dead is a welcome addition to the hi-def library. Although the picture isn't stunning, it looks very good, and the movie itself is a classic.



Hot Fuzz

Publisher: Universal **Extras:** Outtakes, deleted scenes, commentary tracks, tons of related humorous extras

Doing to cop buddy movies what Shaun of the Dead did for zombies seems like a surefire move, and thankfully it is. Hot Fuzz cans the romance, but adds in more violence and over the top action while never losing sight of clever comedy and characterizations. It even manages a surprise plot twist or two in its quest to purposely take on every action movie cliché possible. The transfer looks and sounds great, and Simon and company should be commended for the sheer volume of extras.



The Matrix Ultimate Trilogy



Publisher: Warner Bros. **Home Video Extras:** Commentary, making-of videos, music videos, documentaries, and a crazy amount of other extras. Ultimate Edition includes two more discs of extras, including the Animatrix, and yet more documentaries.

How worthy of purchase the HD-version of the Matrix trilogy is depends on how much you like these now classic bits of pretentious and nonsensical, yet stunning sci-fi action. The first movie is definitely a classic, yet the truly amazing action sequences from the second and third assure they'll get plenty of playtime as well.



Blades of Glory

Publisher: Dreamworks Home **Entertainment Extras:** A variety of making-of and ice skating featurettes, gag reel, deleted and alternate scenes, photo gallery, music video.

If Talladega Nights made you swear of Will Farrell, then Blades of Glory might make you reconsider his contributions to stupid physical comedy. Or it might just kill a few more brain cells. The movie is stupid, often uncomfortably tasteless, and yet has enough genuinely funny and outrageous laughs to allow it to sit comfortably on the sofa of guilty pleasures. The movie looks great as well, and comes packed with amusing extras.

360Zine Halo 3 Special



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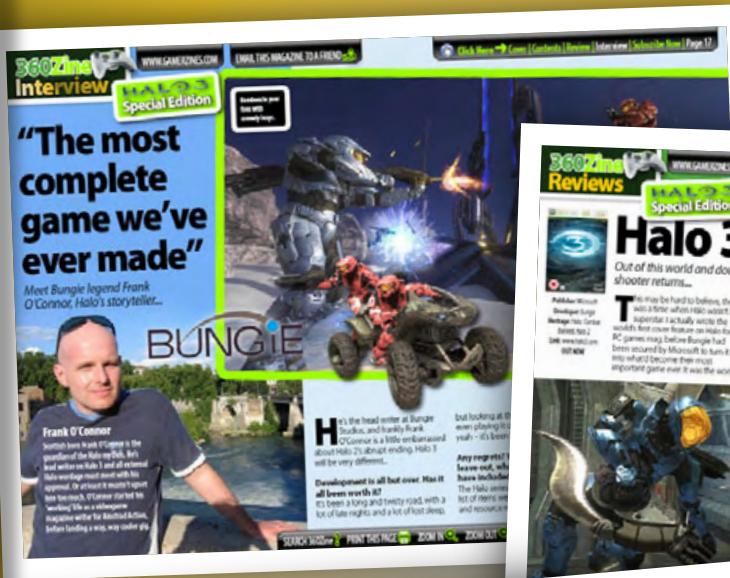
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Rumor: Bungie Shareholders Could Buy the Studio Back From Microsoft

AQUANOX - contributor - Tipped by **juljunoqo**
Published: 14 hours ago | Rumors | Xbox 360 | Industry News

After so many rumors floating around that the masterminds behind the record breaking Halo franchise would leave Microsoft, an explanation about how exactly this could've happened has surfaced on the net:

Gameinformer Reports:

"Our source stated that Bungie is 'tired of Making Halo' and didn't want to do future Halo games." For an untested, but significant amount of money, Bungie shareholders bought the studio name back from Microsoft. Our source also revealed that even though Microsoft will retain the rights to Halo, Microsoft also has 'the right of first refusal on future games.' This means that Microsoft has the right to publish Bungie's future titles. How this will come into play if Bungie decides they want future games to appear on the PlayStation 3 and Wii alongside an Xbox 360 release will make things quite interesting.

More after the jump.

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